"More than a sequel, it's a bold new chapter"

—Game Informer

X-MEN LEGENDS II

RISE OF APOCALYPSE

Face the Apocalypse
Fall 2005

EmuMovies

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X-MEN LEGENDS

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Blood
Violence

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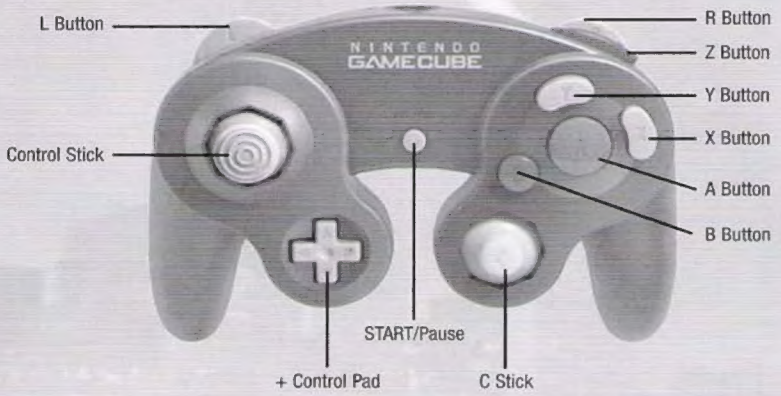
Gameplay Controls



Button ***Action***

	Press/Move	Holding R Button
A Button	Punch	Mutant Power 1
B Button	Smash, Knockback	Mutant Power 2
X Button	Use/Pickup/Throw[1]	Mutant Power 3
Y Button	Jump, Special[2]	Xtreme Power
R Button	Superpower Selector	
L Button	Call Allies	
+ Control Pad: up, down, left, right	Change Hero	
Z Button	Use Health Pack	
Z + X Button	Use Energy Pack	
Control Stick	Move Character	
C Stick	Camera Control[3]	
START/Pause	Character Selection	

[1] Use in combination with any Control Stick direction to throw enemies.

[2] Double-tap activates Ice Tracks, Magma Tracks, Double-Jump, Colossus Charge and Flight.

[3] Up and down changes the zoom setting.

Combat Basics

Triple Hit	**A A A** Button
Knockback	**B B** Button
Pop-up	**A A B** Buttons
Trip	**A B A** Buttons
Stun	**B A B B** Buttons

Prologue

The first flakes of winter fluttered down on a biting breeze. Betsy Braddock™ stepped out onto her balcony and stared up at the charcoal New York City skyline in wonderment. Where had all the stars gone? There was no moonlight glow casting long shadows along the rooftops this night. There were, however, enough falling stars to answer the wishes of every child in midtown Manhattan. She had been awakened by a terrible nightmare that the city had gone mad. Screams of terror lingered and seemed to echo in her head. *No!* Those weren't *echoes* in her head at all…those screams were *real!* Fires burned, down on 34th Street. Somewhere nearby, a car screeched and slammed into the side of a building. A female voice cried out in the darkness, mingling with cries of glee and screams of anguish…

…And in the next moment, like the last rays of moonlight, Betsy, the woman now known as Psylocke,™ was gone, lost among the embers and city lights below. This was not how anyone thought it would be. Least of all, the X-Men. Just then, Betsy's apartment shook as a large shadow the length of five cars passed two stories beneath, through the darkness of night. What was already a dark sky was darkened further by dozens of mechanized beasts flying above, the mutant hunting Sentinel swarm, circling about like vultures waiting to feast in the streets below.

…Several blocks away, a car exploded, rocking the street and sending bodies flailing to the ground like dominoes. The joints of a 50-foot steel behemoth creaked as it rose above the city lights and awnings in the middle of the six-lane street. A small girl hunched over a doll crouched behind a car, screaming for her mother. "Mutant DNA identified…prime objective, terminate," a pair of

inhuman eyes the size of street lamps glared from above and glowed with white hot fury. Just then, a large gloved hand grabbed the child like a doll and lifted her onto the massive shoulders of a mighty, metallic-skinned mutant. Out of the shadows of the X-Jet, a ruby-quartz visor burned fiery hot, and almost instantly six razor-sharp adamantium claws extended, reflecting the monster's yellowish gaze.

"Not tonight, bub..."

Main Menu

Welcome to the Xavier Institute™. From the Cerebro™ Room, you can access the Danger Room™, modify your options, view unlocked cinematics or begin a fresh game with a new stable of mutants. The choice is yours!

Begin Story—Start a new game.

Load Game—Continue an existing saved game from your last save point.

Danger Room—Access a variety of multiplayer modes and training missions.

Options—Set your sound, camera and Nintendo GameCube Rumble options. You can also view the Controller layout.

Review—View unlocked cinematics, comics and artwork.

Credits—View the game credits.

X-Men™ Legends

The X-Men are brought to life in a high-action role-playing game that takes you and your favorite heroes through their most dangerous adventure yet. Get ready to take control of a team of X-Men, travel to exotic locations and embark on daring missions in a quest to save the world from a new face of evil. *X-Men Legends* allows you to live the adventure as an entire team of heroes. Choose the most suitable heroes for the mission, customize your heroes and launch them into a story of epic scope. It's up to you to decide the fate of the world!

"Jean, I want a bubble around everyone on the team! Storm, take out the Acolytes!"
—Cyclops™

Teaming Up

X-Men Legends is all about building your very own team of Super Heroes™. The first mission puts you in control of Wolverine™—simply put, the best at what he does. As you unlock more heroes, you'll be able to choose a team to take on each mission. You'll also be able to change your team composition at Xtraction Points, but these blue X icons don't appear around every corner, so pick your team wisely.

Once in the game, your allies will follow you; use their powers and pick out targets to attack. If at any time you want to bring your allies to your side,

simply press the **Call Allies** button. During combat, press the **Call Allies** button to command your allies to attack your currently targeted enemy with their selected power.

Unique Power Combos

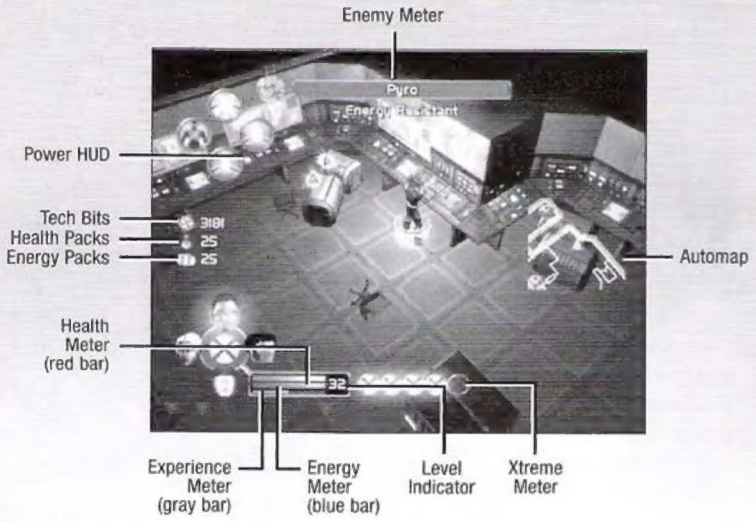
There are many unique power combinations, which earn extra damage as well as bonus experience. Practice various combinations using the **Call Allies** button to call for specific ally attacks!

For Example:

Icy Beam	Optic Beam + Freeze Blast
Electric Scream	Lightning + Psychic Shout

Heads Up Display (HUD)

The HUD is optimized to allow control over your entire party. The faces that appear in the HUD are configured in 4 positions, each represented by a direction on the + Control Pad. Pressing any direction on the + Control Pad instantly gives you control of the corresponding X-Men character.



Health Meter—Shows the health of the currently selected X-Men character.

Energy Meter—Shows the energy of the currently selected X-Men character.

Experience Meter—Shows how close your X-Men character is to the next level of experience.

Xtreme Meter—Fill up the 4 segments within the HUD to light up the extreme meter. This indicates that the Xtreme power is enabled (see page 13).

Enemy Meter—Displays the health of your currently selected target.

Automap—Your automap is an invaluable tool that helps you find unexplored areas and objectives.

Tech Bits—Useful for purchasing items and more, these can be an important collectable.

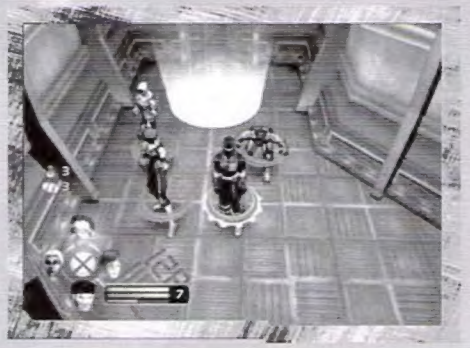
Health packs—Shows your current number of Health Packs. Health Packs, like all items, are stored in a team inventory pool, usable by your entire team.

Energy Packs—Shows your current number of Energy Packs.

Level Indicator—Displays the level of your currently selected hero.

Power HUD—Displays currently available powers for the active X-Man when the Superpower Selector is held.

Xtraction Points

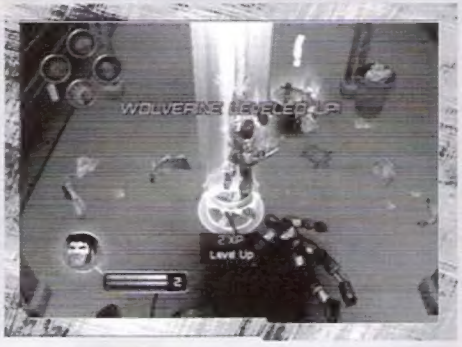


Xtraction points are save points which appear throughout the game. Activate an Xtraction point by pressing the **X** Button to change your team, save a game, load a game or visit the Danger Room.™

Besides changing your team, you are also able to revive fallen team members using tech bits, and purchase items from Forge and Healer.

Note: During Flashback missions in the Danger Room, you will be unable to revive your fallen teammates.

Attributes & Skills



"I feel like bangin' some heads..."
—Wolverine

Leveling up is part of any RPG experience. When you've accrued enough experience, your character gains a new level. You'll know that a character has leveled up when you see a double-helix pattern around the selection icon at the character's feet. Don't hesitate to enter the menu and level up. This allows you to add points to your character's attributes and skills. If you're not sure where to place the attribute points and skill points you've earned, Cerebro™ will be happy to place those points in the optimal slots for you when you press the **Y** Button to auto-upgrade.

Attributes

Attributes are basic traits shared by all mutants. They are Strike, Agility, Body and Focus.

Strike—Increase your attack level.

Agility—Increase your defense level.

Body—Increase your maximum health.

Focus—Increase your maximum energy and energy regeneration rate.

AI Level (3 types)—Determines actions of teammates who are not controlled by a human player.

- **Aggressive**—Always attacks your target immediately.
- **Normal**—Attacks when the opportunity arises.
- **Defensive**—Stays away from enemies, attacking only when attacked.

AI Heal (4 types)—Allows AI to automatically heal teammates using remaining health packs when health is below a certain level (as long as there are more than 2 remaining).

Note: This setting affects all AI controlled X-Men.

- **Never**—AI will not use any health packs no matter the remaining health.
- **Less Than 20%**—AI will use a health pack when a teammate is below 20% of maximum health.
- **Less Than 40%**—AI will use a health pack when a teammate is below 40% of maximum health.
- **Less Than 80%**—AI will use a health pack when a teammate is below 80% of maximum health.

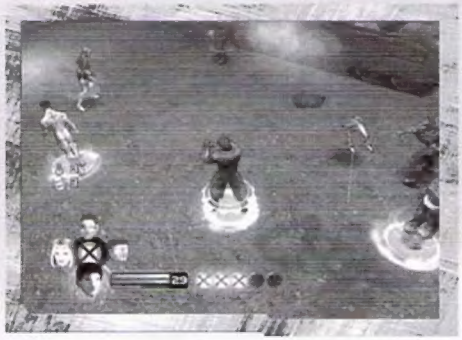
AI Power—Determines the mutant power used by teammates on a targeted enemy when the Ally button is pressed (Xtreme Power not selectable).

Skills

Skills are unique to each X-Men character, and measure your ability to use your mutant craft in various ways. Some of your skills are active, which means you must perform a special action to use your power. Other skills are passive, meaning that your powers go into effect automatically, and are evidenced during normal gameplay. Every character has multiple upgrades to their powers, which take on new properties as you assign points to them. To see what powers you can unlock, view the skill tree in the Skills menu. Many powers have multiple tiers. You can advance to the next tier by filling in all the skill point slots in the current tier.

Upgrading mutant powers—Assigning points in an existing skill increases the potency of that skill. Cost: 1 skill point.

Acquiring new mutant powers—Unlocking a new power or upgrading to the next tier of a power is indicated by a gold square on the Skill Tree. Cost: 2 skill points.



Buffs, or skills that bolster your attributes either offensively or defensively, appear on the affected character in the game.

Buffs that increase your striking power generally appear on your character's hands.

Buffs that increase your defensive ability generally appear on your character's feet.

Xtreme Powers

Every hero has the potential to unlock the ultimate version of his or her basic power. This power doesn't use mutant energy, but instead uses Xtreme tokens. Once you've unlocked this skill and collected 4 tokens, you have enabled your Xtreme power. The Xtreme power is always activated by holding the **R** Button and pressing the **Y** Button.

Items & Equipment

Equipment is worn by each X-Men character to enhance his or her abilities and is always in effect as long as it's equipped. There are 3 types of equipment you can use.

"You boys and your little toys. One of these days, I'm going to walk into a room and catch you and Cyclops trading action figures."
—Jean Grey™

Armor deflects damage and gives resistances.

Belts increase one or more of your 4 basic attributes, and enhance each character just as upgrading the attribute would. Enhanced attributes are shown in blue on the Attributes screen.

Backpacks add damage to your melee and mutant attacks.

Health packs replenish the health of your currently selected hero. The maximum number of health packs you can carry at level 1 is 10.

Energy packs replenish the energy of your currently selected hero. The maximum number of energy packs you can carry at level 1 is 10.

Forge's Workshop

"This is my workshop, gentlemen...look, but don't touch."
—Forge

Forge™ can make anything. That's right, anything...for a price. When there's a piece of equipment you need, he gets the job done. All he desires in return are mechanical parts, known as tech bits, he uses to make more trinkets. Forge will trade unique or rare items to you as well as more undane armor and enhancers. However, the more valuable the item, the more it'll cost you.

Collect tech bits throughout the game to purchase items from Forge and Healer.

Healer's™ Den

"I'm not the leader of the Morlocks. Just their spiritual guide."
—Healer

The Morlocks™ are a nomadic people who have built a society in the innards of the New York sewers. Most don't take kindly to strangers who wander into their domain. The Healer, however (the wisest and oldest of the Morlocks), provides aid where he can to those who pass through. He has potions that will salve your wounds and revitalize your mutant power. All he asks for in return are trinkets, called tech bits, from the surface that can be used to build infrastructure and improve the quality of life for the Morlocks.

The Mansion

Routinely throughout your quest, you'll be able to return to the mansion for some much needed R & R. Here, you can talk to your fellow X-Men, gain information on past missions, view your cinematics in the TV room or visit the Danger Room to train for your next mission.

Danger Room

Training—Complete a number of pre-set challenges for an experience reward.

Sparring—Compete against the CPU in a race against the clock.

Sparring Scores—View your high scores for sparring challenges.

Skirmish—Compete against other players in various combat games.

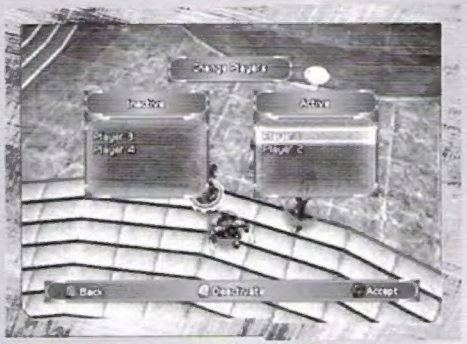
Brawl—Engage in combat with other players for a predetermined amount of time. Lives: unlimited.

King of the Hill—Compete with other players to remain King for a predetermined amount of time. Lives: unlimited.

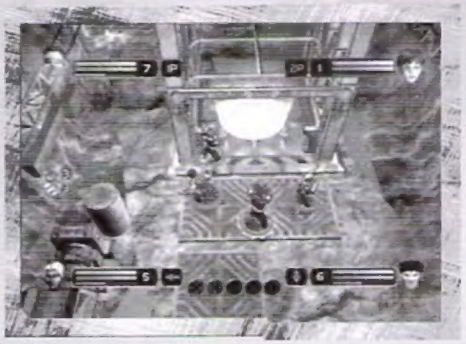
Last Man Standing—Engage in combat with other players until all but one is defeated. Lives: 4.

Last Man Ladder—Engage in combat with other players. Defeated players respawn at a higher level. Lives: 4.

Multiplayer



So, you want to play with a friend? At any time during your single-player adventure, plug in an extra game Controller and posse up! Up to 4 players can join in on the action at once. But be careful... the enemies will be a bit tougher as well.



Co-op Mode—When START is pressed on the 2P, 3P or 4P Controller, the HUD will divide into 4 parts, one for each X-Men character available on the team. You can still switch to a free X-Men character on your team at any time by pressing the correct direction on the + Control Pad. When playing 4 players, you're unable to swap characters.

During 1, 2 or 3 character missions and zones, unused Controllers are on standby until more characters are available.

To disable Controllers, select **Players** from the Pause Menu, highlight the desired player and press the **A** Button.

Note: Co-op play is only available when you have multiple X-Men in your party.

Options

Pause Menu

Objectives—Displays a list of objectives to be completed.

Characters—View/customize character stats, mutant powers and power-up items.

Map (3 types)—Display the type of map to be used during gameplay.

Hidden—Remove the map from the screen.

Small—Display a small mini map on the right side of the screen.

Large—Display a large map in the center of the screen.

Load Game—Load a previously saved game.

Players (Multiplayer only)—Activate/deactivate other Controllers for use in multiplayer games.

Options

Sound—Adjust the volume of background sound effects and cinematics.

Music—Adjust the volume of background music and ambient sound.

Melody—Turn background music on/off.

Rumble—Turn Rumble feature on/off.

View Angle—Change overhead camera angle between Steep, Normal and Close.

View Cycle—Turn on/off the ability to change camera angle.

View Follow—Turn on/off the camera follow option.

Controls—Display Controller layout.

Accept—Accept and save changes made.

Quit Game

Quit current game.

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Introducing all the new Raven babies born during XML's development:
Olivea Angus, Jack Choles, Fiona Cork, Marin Danz, Brynn Fuller, Xyzik Justin, Caid Lico, Emily Newquist, Brennen and Kiersten Pelletier, Loren Pinkston, Leo Samson-Samuel

...and a very special thanks to our spouses, family and friends
who have given us their love, patience, and support along the way.

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